```
Sprite
+ SetTextureAttrib()
+ GetTextureID()
+ Load()
+ UnLoad()
+ ClearColor()
+ ~Sprite()
           +sprite
        Glyf
 + character
 + width
 + height
 - vao
vbo
- tbo
 + Glyf()
 + Render()
+ ~Glyf() - AllocateBuffers()
```